Amendments to the Specification

Please replace the Abstract with the following:

A game of chance is provided in which a predetermined fixed number of winning cell content is drawn from a predetermined set of content. The drawn content is matched to the content of game cards and if the matched game card content covers a predetermined winning pattern then the game card is a winner. Numerous winners may occur per game session because the game continues until the predetermined fixed number of winning cell content is drawn and not until a win occurs.

Please replace the paragraph beginning at page 8, line 19 with the following:

According to another aspect of the present invention, a game is provided having an associated game session, the game comprising one or more game pieces assigned to each player, wherein each game piece includes one or more game cards, wherein each of the one or more game cards includes a plurality of cells arranged in a pattern, wherein each of the one or more game pieces includes a set of game cards having a same set of game patterns, and wherein the ~~calls~~ cells of each of the one or more game cards contains content chosen randomly from a predetermined set of cell content, a winning cell matching pattern for the game session, a fixed number of winning cell content drawn from a known set of content, and a payout based upon a predetermined payout table.

Please delete the paragraph beginning at page 10, line 29 through page 11, line 3.

Please replace the paragraph beginning on page 11, line 7 with the following:

According to another embodiment of the present invention, a game playing computer system displays to all players when there is a winner. ~~According to another embodiment of the present invention, a game playing computer system displays to all players when there is a winner.~~ According to another embodiment of the present invention, a game playing computer system displays to all players at least one of the winning game card and the winning player. According to another embodiment of the present invention, a game playing computer system

displays to all players at least one of the winning game card and the winning player. According to another embodiment of the present invention, a game playing computer system determines at least one of a game card or a player closest to winning. According to another embodiment of the present invention, a game playing computer system displays to all players at least one of the game card and player closest to winning. According to another embodiment of the present invention, the computer system automatically notifies a player of the game result. According to another embodiment of the present invention, the computer system automatically notifies a player of winnings.

Please replace the paragraph beginning on page 11, line 21 with the following:

According to another embodiment of the present invention, the computer system notifies a player by at least one of a group including a telephone, a pager, a fax, a mail message, a television notification, a personal computer message, a handheld device, and a kiosk. ~~According to another embodiment of the present invention, the computer system notifies a player by at least one of a group including a telephone, a pager, a fax, a mail message, a television notification, a personal computer message, a handheld device, and a kiosk.~~ According to another embodiment of the present invention, a player may access his or her results for past gaming sessions remotely at any time.

Please replace the paragraph beginning on page 18, line 28 through page 19, line5 with the following:

According to one embodiment of the invention, the object of a game of chance is to match cell content of a particular game card with the drawn winning cell content (item 134) and to have the matched cell content cover at least the predetermined winning pattern 108. In Fig. 1, for example, the winning pattern 108 is denoted by the gray shading. <u>Pattern 110 shows an alternative winning pattern, where each shaded line represents a potential winning pattern on a game card.</u> Initially, because no winning cell content has yet been drawn, each game card does not have matching cell content (unless the cell content is a free or wild spot). The winning cell content is drawn from the predetermined set of cell content (e.g., item 126 <u>of Fig. 4</u>). In one

embodiment, winning cell content may be drawn one at a time up to a predetermined fixed number of drawn winning cell content (item 124 of Fig. 4).

Please replace the paragraph beginning on page 20, line 23 with the following:

The final payout may also be affected by bonus play, which ~~Which~~ is well-known in the gaming industry. Bonus play works to increase some payouts by offering the player a chance to multiply a payout.

Please replace the paragraph beginning on page 26, line 26 through page 27, line 6 with the following:

A payment component may include one ore more of a number of well-known system. For example, a player may be able to pay to play one ore more games using a telephone and speaking with a call center representative who inputs player, payment and subscription information manually into a computer using a user interface. In the computer, data may be stored in a data structure which is stored in a memory of the computer system. As used herein, a "data structure" is an arrangement of data defined by computer-readable signals. These signals may be read by a computer system, stored on a medium associated with a computer system (e.g., in a memory, on a disk, etc.) and may be transmitted to one ore more other computer systems over a communications medium such as, for example, a network. Also as used herein, a "user interface" or "UI" is an interface between a human user and a computer that enables communication between a user and a computer. Examples of UIs that may be implemented with various aspects of the invention include a graphical user interface (GUI), a display screen, a mouse, a keyboard, a keypad, a track ball, a microphone, (e.g., to be used in conjunction with a voice recognition system), a speaker, a touch screen, a game controller (e.g., a joystick) etc, and any combinations thereof.

Please replace the paragraph beginning on page 29, line 12 through line 18, with the following:

From a predetermined number of winning content to be drawn 124 and set of cell content 126, a game session has associated with it winning cell content 134 that identifies the content necessary to determine a winning card. As discussed, content 134 may be drawn by hand or by

the computer system. Further, the specific draw order of the winning content may be stored for later reference (e.g. for replay at a later time). A game session <u>may also have one or more associated players with one or more associated game cards 142 and</u> may also have one or more associated winners 144. According to another embodiment, it is possible that a particular session may have no winners.

Please replace the paragraph beginning on page 29, line 19 through page 30, line 2, with the following:

The game playing and viewing system may also include a game engine. A game engine may perform, for example, functions according to process 222 as shown in FIG. 5. Referring to FIG. 5, a game session may proceed for a player (e.g., player 120) with a game piece (e.g., game piece 118) having a game card (e.g., game card 100). At block 200, the player pays for a game piece in the game session. At block 202, the computer chooses a game piece having one game card and the card cell content. At block 204, the computer draws the first winning cell content. The computer then checks the game card for a match and daubs the matching cell content, if necessary (at block 206). At block 208, the computer then checks the game card daubed cells to determine if the card matches the predetermined winning pattern. If the card is not a winner, the computer may proceed to draw another winning cell content (204) and continue the cycle until the predetermined number of winning cell content has been drawn or until a winner is found. When all the winning cell content has been drawn at 218 and the game card is not a winner, then the computer may notify the player that the card is not a winner <u>(200)</u>, invite the player to play again or any number of actions.

Please replace the paragraph beginning on page 30, line 3 through line 5, with the following:

If the card is a winning at 208, then the computer may proceed to notify the player that or she is a winning as well as possibly determine the payout amount and also notifying the player of the payout amount (e.g., in a game play interface, e-mail, etc.) <u>at 210</u>.

Please replace the paragraph beginning on page 30, line 14 through line 19, with the following:

After a game card is found not to be a winner, the computer may also determine whether the card is the closest to winning if there have been no winners (at block 214). Any of a number of criteria may be used for determining the card closest to winning. For example, a computer may determine that a card is the closest to winning based upon having the highest number of matching cell content or the least number of cells to match to make the winning pattern. A card determined to be closest to winning may then be displayed to all game players at 216.

Please replace the paragraph beginning on page 32, line 12 through line 18, with the following:

System 300, and components thereof such as the payment, payout and game engines, may be implemented using software (e.g., C, C#, C++, Java, or a combination thereof), hardware (e.g., one or more application-specific integrated circuits, processors or other hardware), firmware (e.g., electrically-programmed memory) or any combination thereof. One or more of the components of 300 may reside on a single system (e.g., the payment subsystem 302, payout system 304, and game playing and viewing system 306), or one or more components may reside on separate, discrete systems. Further, each component may be distributed across multiple systems, and one or more of the systems may be interconnected.

798744.1